



INSTRUCTION MANUAL

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WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

CONTROLS

PlayStation® Vita



GAME CONTROLS

Basic Operations

directional buttons	Icon Select
⊗ button	Confirm
○ button	Cancel/Return
left stick	Icon Select
touchscreen	Tap to Confirm

Event Scenes

directional buttons	Icon/Item Select
⊗ button	Advance Text/Confirm
○ button	Show/Hide Text Window
△ button	View Text Log
□ button	Skip all text, including new text
L button	Skip only text that you have seen before
R button	Automatically scrolls through text
START button	Calls the menu
touchscreen	Tap to Advance Text/Confirm

Concert Controls

directional buttons	Select Angle
○ button	Change Cameras
⊗/△/□ buttons	Stage Effects
L/R buttons	Select Angle
left/ right stick	Pan Camera
rear touch pad	Pinch Out to Activate HDD**

**You can only activate HDD under certain conditions.

Touchscreen/Rear Touch Pad Controls

Tap



Pinch Out



1. Tap: Touch the screen for a short amount of time.
2. Pinch Out: While touching with two fingers, move them outward in opposite directions.

STATUS

Based on the activities chosen, the CPU's stats will change.
These have various influences on the game.

Trust

Affects the content of events and story development.

Vocals

Affects the length of time HDD activation lasts during a concert.

Rhythm

Affects the satisfaction level of the audience during a concert.

Expression

The higher this stat, the easier it is to increase Stage Points during a concert.

Knowledge

Affects the content of events and story development.

Event Completion

As this rises, the number of available costumes will increase.

Guts

Affects the success rate during activities. It will change from viewing special events.

Stress

Can go up or down depending on your actions.
**If it reaches 100%, it will be game over!*

Fans

The number of shares (fans) that you currently have.

Haters

This affects the rate at which shares (fans) rise.

Shares

You can view the details of the shares (fans) of each nation.

Affection

Affects the rate at which shares (fans) rise.


CONCERT SETTINGS

After a certain point, you will be able to select Concert from the list of activities at your office.

Concert Setup

This is where you set up the concert's stage and effects. If you press the START button, you will open the Options menu.

Options Menu

Position where the CPUs will dance during the concert. If you press the  button and open the menu, you can change costumes. The more events you witness, the more costumes you will be able to choose from.

When you're done setting, please push the START button. The concert will begin and you will be shifted to the concert part.

*Depending on the game mode chosen, setting options may differ.



CONCERTS (1)

Concert Production

During a concert, you can give various stage directions. Depending on the directions given, the Stage Points and audience satisfaction will change and your final evaluation may improve.

★ Camera Work

You will operate the cameras during the concert. Getting the right angles at the right times will increase your Stage Points.

★ Effects

You can activate effects during the concert. These help to increase the audience's satisfaction level.

★ Activating HDD

When certain conditions are met, you can activate HDD during the concert. While transformed, it is easier to get the crowd riled up.



▶ HDD Activation Conditions

- Perform solo.
- Select that CPU's personal song.

CONCERTS (2)

Results Screen

Once the concert ends, you will be shown your results. Your result will vary based on the audience satisfaction level and your Stage Points. Also, depending on the results, the CPU's shares (fans) may increase.

Concert Results Standard Great! Excellent!

Share Acquisition Low  High

♡ About Idol Groups

Depending on how you progress in the game, you may become able to form a group. This makes it easier to raise your shares, but the shares of your fellow group members will also rise.



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Software licensed for play on PlayStation®Vita systems in the Americas. Use of the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this ninety (90) days warranty period, NIS America, Inc. will replace the game card, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

WARRANTY SERVICE:

1. Finalize your registration for Hyperdimension Neptunia™: Producing Perfection at NISAmerica.com.
2. Save the sales receipt and UPC code found on the game package for retail versions of this game.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing Support@NISAmerica.com or call the customer service dept. at (714) 540-1185, between the hours of 10 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.

Please contact customer service
by email at Support@NISAmerica.com.

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For more information on this game, please visit



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